



**International Federation  
of Roller Sports**

**2008 ROLLER INLINE HOCKEY  
WORKBOOK**

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# SECTION 1 INTERNATIONAL INLINE HOCKEY REFEREES

## CHAPTER 1. ADMINISTRATION

The International Federation of Roller Sports (FIRS) created an organization to administer and control Roller Inline Hockey, entitled the Comité International de Roller Inline Hockey (CIRILH), in which one of its major functions is to appoint and control all International Referees and direct them to the various international events.

### **Article 1 Requirement for the use of International Referees**

- (a) All affiliated National Federations, Confederations and Associations must apply to the CIRILH for its authority and approval of any international referee required to participate in tournaments involving national teams, i.e., Continental Championships, etc.
- (b) All National Federations, Confederations and Associations must apply to the CIRILH when International Referees are to be used to referee international tournaments.
- (c) No National Federation, Confederation or Association may appoint any International Referee to referee any international tournaments unless the referee holds a valid up-to-date CIRILH International Referee license. The organizing body when inviting any International Referee to officiate must ask the referee to confirm that:
  - 1. He is registered with the CIRILH and holds current valid license.
  - 2. That his or her fees have been paid to the CIRILH.
  - 3. This referee is physically able and proficient on inline skates to the extent necessary to properly referee on skates and maintain control of the game.If any doubts prevail, reference should be made to the CIRILH for confirmation.
- (d) All international matches must be controlled by only International Referees. This is a right earned by International Referees throughout the World. Any International Referee discovering that any Federation or club is not strictly applying this rule should immediately draw this breach of the rules to the attention of the CIRILH.

### **Article 2. Annual Nomination and Registration of International Referees**

- (a) The CIRILH year coincides with the calendar year of 1st January to the 31st of December.
- (b) Each year a National Federation, Association or Confederation may propose all its International Referees to be enrolled as such by the CIRILH. Only International Referees nominated this way will be valid with CIRILH as International Referees during that year.
- (c) Nominated International Referees must send their registration through their respective National Federation, Confederation or Association to CIRILH which will issue the appropriate credential and annual stamped license.
- (d) Each National Federation, Confederation or Association has a moral obligation to ensure that the referees nominated for registration are active in their own countries and have maintained international standards. National Federations may seek the registration of their selected referees for CIRILH certification as "FIRS National Inline Hockey Referee" according to CIRILH standards.
- (e) Each National Federation, Confederation or Association must inform the CIRILH at the end of each year of its list of International Referees noting if they are active or not.
- (f) If an International Referee of Category "A" ceases to be active in his or her own

country for two years, that referee will be downgraded to Category "C" or dropped altogether, according to the recommendation of the National Federation.

- (g) Under the same circumstances, an International Category "B" Referee will be required to undergo a retest with CIRILH to regain such recognition.
- (h) If an International Referee of any grade ceases to be active in his or her own country for three years, then this license will be revoked. Should the referee wish to resume international activities, this will only be considered if so nominated by his or her own Federation, National Confederation or Association as a candidate for an International Referees license along with the other candidates. In such cases that referee must then be retested and pass the written, oral and practical tests.

### **Article 3. Categories of Referees**

There are three categories of International Referees:

1. FIRS World Championship Referees, Category "A"
2. FIRS International Competition Referees, Category "B"
3. FIRS Certified National Referees, Category "C"
4. FIRS Honorary Referees

#### **ACTIVE REFEREES**

- (a) For both "A" and "B" Categories the minimum age is 25 years and the maximum age 60 years.

Active Category "A" and "B" referees who have had their 50<sup>th</sup> birthday must undergo a physical

examination at a site arranged by CIRILH to evaluate their physical condition in order to ascertain if they are capable of continuing as a FIRS Inline Hockey Referee. The results of this must be sent to the CIRILH for their acknowledgment and approval.

- (b) Active referees must attend all meetings to officiate at any Championships, Tournaments or Matches when summoned to do so. They must possess their own inline skates, safety equipment and be in physical condition to use these while refereeing games.
- (c) National Federations may request that their national referees undergo a CIRILH Inline Hockey Referee training course and become certified as a FIRS National Inline Hockey Referee Category "C". Not only will this provide excellent training, but will be an initial stage toward their development as an International Referee. The age requirement is a minimum of 21 years, with no maximum other than the one set by the National Federation. Such courses can be arranged by contacting CIRILH Referee-in-Chief.

#### **HONORARY REFEREES**

- (a) Honorary Referee is a title the CIRILH may wish to bestow upon a distinguished International Referee

for exceptional services to the CIRILH and this sport. Normally this title will not be bestowed upon any

referee who is under 55 years of age. However, extraordinary circumstances do exist under which the

CIRILH can bestow this honor on an International Referee who is under the age of 55.

- (b) All International Referees in any category, including Honorary Referees, will have free entry to all the

rinks where competitions are taking place either National or International. They will also receive all

CIRILH publications free of charge.

(c) International Honorary Referees may continue their activities within the framework of their own National

Federations, Confederations or Associations and may referee international inter-club matches, but must

abstain from refereeing full international matches.

#### **Article 4. Registration Fees for Referees**

All active referees nominated to the CIRILH for certification as an inline hockey referee must pay directly or through their National Federation, Association or Confederation the following fees:

- (a) **ENROLLMENT AND TEST FEE - fifty USA dollars (US\$50)** which is payable upon application for the international test and before being awarded their first international license. The fee is payable to the CIRILH Referee in Chief or course Instructor. This license fee covers the cost of materials and a resulting referee certificate remains valid through the conclusion of the year in which it is first issued, and if less than 6 months remains, through the following year.
- (b) **ANNUAL REGISTRATION FEE - fifteen USA dollars (US\$15)** payable by the National Federation, Association or Confederation after January test of each calendar year. Payment of fees entitle the referee to receive from CIRILH the following:

- 1. International Referee license – Referee Certificate
- 2. International Referee crest for his or her shirt upon initial enrolment.
- 3. A copy of the current edition of CIRILH Rules with all amendments.

#### **Article 5. Referee Attire**

- (a) The International Referee must always appear in the rink suitably dressed befitting this position.
- (b) All working inline hockey referees are required to wear inline skates and be competent skaters. Referees must furnish their own inline skates, helmet, shin guards, elbow pads, and other CIRILH required safety equipment, as well as a referee's uniform. They shall be dressed in dark blue or black full length trousers and a black and white striped shirt or such other attire as approved by the CIRILH.
- (c) The International Referee's crest will be worn on the left breast shirt pocket. International Referees under sanction, suspension, or who cease to be active, must no longer wear the International Referee crest.
- (d) Replacement crests can be purchased from the CIRILH Referee in Chief or headquarters for US\$15 each.

#### **Article 6. Traveling and Maintenance Expenses**

Organizers are responsible to International Referees for the payment of legitimate travel and accommodation expenses. Referees are permitted to accept an agreed stipend for professional services, but not to exceed the World Championship gratuity of US\$ 50 total for each day in which they referee.

#### **Article 7. Functions of the Referees**

International Referees must have committed to memory and scrupulously observe the CIRILH Organizational Rules and The Rules of the Game for Roller Inline Hockey

#### **Article 8. Disciplinary Action**

- (a) In the event that the CIRILH is required to sanction an International Referee, either by a warning, temporary or permanent suspension, the CIRILH must notify the referee's affiliated organization in writing, with an accompanying statement of charges and supporting evidence.
- (b) The sanctioned referee may appeal the CIRILH disciplinary action through his or her affiliated organization. The first appeal will be heard by the Executive Committee of the CIRILH within thirty (30) days after its presentation. The next appeal will be heard by the CIRILH Assembly and the third or final appeal before an Ordinary or Extraordinary Congress of FIRS.
- (c) If an International Referee is sanctioned by his or her National Federation, Confederation or Association, this organization must send to the CIRILH its decision with detailed information concerning the cause of action. Should the penalty appear justified, CIRILH will uphold this action of the National Federation, Confederation or Association, and/or take what ever action that appears appropriate at the international level.

#### **Article 9. Testing of International Referee Candidates**

- (a) The Roller Inline International Referee tests can only be conducted for the highest category of National referees and are to be held at a pre-arranged date and venue where at least one member of the CIRILH is present. A written, oral and practical demonstration test will be administered.
- (b) The CIRILH will conduct the International Referee tests at least once a year. Candidates for the test must be nominated by their respective Federation to the Referee in Chief and CIRILH Committee.
- (c) The National Federation, Confederation or Association staging the tests will be responsible for the hotel accommodation and meal costs for the examiners for two days, plus economy class round trip transportation.
- (d) The results are sent directly to the affiliated organization. In order to pass the test, the candidate International Referee must obtain 80 per cent correct answers on the oral and written tests. For the practical demonstration, the candidate must obtain a 90 per cent correct performance.

## **Article 10. Miscellaneous Rules**

- (a) The moment the International Referee receives notice to officiate from the CIRILH, this referee must reply immediately, confirming acceptance. In the event of refusing the appointment, a written reply must clearly state a valid reason for this refusal.
- (b) An International Referee must always be in possession of a valid passport, and a visa when necessary, in order to be ready to referee events as appointed by the CIRILH within any of its affiliated countries.
- (c) International Referees who officiate at any International Championship, Tournament or match, are not permitted to participate in any other team or organizational function, other than exclusively refereeing.
- (d) All cases not provided for in the present CIRILH Organizational Rules or Rules of the Game which may arise, will be settled by the CIRILH in accord with FIRS Statutes and Regulations. Modifications to the rules can only be made valid by proper discussion and action at the General Assembly of the CIRILH.

## **CIRILH REFEREE TECHNICAL REGULATIONS**

### **Article 11.**

All official international matches will be controlled by neutral referees. In certain unavoidable circumstances, a non-neutral referee may control an international match, but only if both Federations engaged in the match have reached a mutual agreement which has been approved by the CIRILH.

### **Article 12.**

It is the unquestionable responsibility of the organizing club, National Federation, Confederation or Association to provide any referee with whatever protection from bodily harm is necessary, before, during and after a match. Referees shall be accommodated and housed separated from the players.

### **Article 13.**

An International Referee must have the CIRILH international license in his or her possession whenever officiating at a match.

### **Article 14.**

In the event of adverse weather or playing conditions at the rink, or if there is a definitive lack of discipline, the question of whether a match is playable or not is the sole responsibility of the appointed referee. The Referee must immediately inform CIRILH of the reason for the suspension of the game and when it will be rescheduled.

### **Article 15.**

Referees will ensure that discipline is maintained throughout all matches and that they are played in a correct manner, free from all forms of rough, violent or improper play.

### **Article 16.**

The International Referees must be provided with a private changing room that is apart from the players, coaches or spectators.

### **Article 17.**

It is the International Referee's right to collect any expenses due for travel, board and lodgings, prior to the start of the match.

**Article 18. International Referees have the following responsibilities:**

- (a) Referees must be dressed and ready 15 minutes before the scheduled starting time of the match.
- (b) Referees must furnish their own inline skates, helmet, shin guards, elbow pads, and other CIRILH required safety equipment, as well as a referee's uniform as an official.
- (c) It is their responsibility to ensure that the rink and goals are in order.
- (d) Referees must assure the presence of a doctor or paramedic with a first aid kit to deal with the possibility of injuries.
- (e) Referees are to communicate in a friendly manner with the timekeepers.
- (f) Referees must write any comments or protests on the Match Report, which will then be handed personally to the CIRILH and the organizers.

# SECTION TWO PHILOSOPHY OF PLAY

## THE PHILOSOPHY OF PLAY

Inline hockey is one of the ***fastest growing sports in the world***. Players of all ability levels, children and adults of both sexes, are drawn to the game because it's ***fast, it's competitive*** and above all, it's ***fun***.

***Skating, passing, shooting and puck control*** are some of the key skills developed by the players and because it is a ***non-contact game***, both players and parents enjoy the game in an environment, which promotes ***safety and sportsmanship***.

***Respect*** for their opponents, fellow team-mates, team officials the game officials and the game itself are the characteristics that all inline hockey players should adopt.

With our perspective on hockey, we must continue to emphasize the fact that ***inline hockey is not ice hockey on wheels***. It is a game with its own *playing and coaching strategies*, its own *rules and rule interpretation* and its own *philosophy of play*.

As OFFICIALS of the game, it is our mandate to uphold these rules and rule interpretations to ensure that all players are allowed to ***play safely*** in a game where skating, passing, and shooting are the keys to success. As officials we are encouraged to use our discretion and game management skills. Every referee should have a very good understanding of the playing rules and knowledge of how to use these rules.

Stick infractions, rough physical play (intentional body contact); obstruction infractions, fighting and intimidation, either physical or verbal, as well as unsportsmanlike conduct of any kind are to be treated with ***zero tolerance***. Only when these conditions prevail will play be allowed to proceed with a premium placed on skill, finesse and sportsmanship.

Each official, coach and participant must do his or her best to create and maintain this playing environment.

It is important that the officials know the key points of this philosophy and make it very clear to the participants that FIRS is adamant in its intention to have this philosophy implemented by each and every official.

### The Key Components of the FIRS Philosophy of Play

#### **Skating, Shooting, Passing**

These are key parts of the game and the players must be given room to perform these skills.

#### **Non-Contact / Non-Checking**

This aspect of the game should be adhered to at all costs. It is up to the officials to insure that all participants follow the rules and for those that don't, they must be penalised.

#### **Respect**

A respect of all aspects as outlined in the philosophy of play is to be expected and a zero tolerance policy exists for all who fail to live up to these expectations.

#### **Safety**

Each participant must understand and accept their role in ensuring the safety of all participants. It is the officials who have the most control and means of ensuring safety for the participants and themselves.

#### **Zero Tolerance**

Again this is a fundamental aspect of the philosophy of play. Players who are unwilling to play by the rules and the philosophy of the Inline Hockey Branch are unwelcome

## **PHILOSOPHY OF PLAY**

**Answer the following questions. Write down as many points as you can.**

**1.) What are the main skills of Inline Roller Hockey?**

**2.) Why are Safety, and Respect towards the participants of the game important?**

**3.) What areas of the game are referees encouraged to enforce with regards to Zero Tolerance?**

## SECTION THREE – CODE OF ETHICS

The FIRS In-Line Hockey Referee Program - Referees' Code of Ethics, provides guidance to registered officials across the world. FIRS and their members should expect from FIRS referees the highest possible standards of personal integrity, competence, sound judgement and discretion. This Code of Ethics has been developed by the FIRS Referee Committee and the CIRHL. It is our public declaration of a referee's obligation to the game, his peers and himself.

### I will...

- Do the best job I can in each game, no matter what the category of hockey. Always show respect for my fellow referees, the players, coaches and fans.
- Show respect for all participants and spectators of the game at all times.
- Develop my skills as a referee and be consistent and uniformed in my calling of penalties.
- Treat the use of abusive language or gestures as completely unacceptable under any circumstances.
- Study and continue to improve my knowledge of the FIRS playing rules, and the FIRS Inline Hockey Referees' Program policies and procedures.
- Referee the game at all levels to the spirit of the game in accordance with the FIRS Playing Rules.
- Represent myself and the rules of the game as fairly and as accurately as possible at all times.
- When required, promptly report all penalties involving potential disciplinary action to the appropriate authorities.
- Always be unquestionably impartial, keeping a professional and appropriate distance from teams.
- Uphold the philosophy and right of all participants to "Fair Play" and penalize all violent acts accordingly.
- Try to raise the standard of play in each game that I referee.
- Be supportive of my fellow on-surface and off-surface officials at all times, even when I am a spectator.
- Contribute to the continuing growth of the FIRS Inline Hockey Program and its officials within my Federation through support, encouragement and positive attitude.
- Respect and accept constructive feedback from supervisors and the assignments I receive from my administrators.

### I...

- Accept the fact that I will make mistakes, but I will not get frustrated or let this learning process affect my performance or my professionalism.
- Understand that the use of alcohol is not encouraged and is totally unacceptable on game days and that the use of illicit drugs is against the law at all times.

Registration with your Federation in the FIRS Inline Hockey Referee's Program implies that you understand and will comply with the Referees' Code of Ethics. Referees not complying will be subject to disciplinary action.

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Name (print)

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Signature

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Date

## SECTION FOUR QUALITIES OF AN OFFICIAL

All officials will have strengths and they will all have weaknesses. The difference between a good official and an average official is very basic. As an Official you need to maximise your strengths and minimise your weaknesses. Let's take a look at what qualities you need to have to become a good official.

- Complete knowledge of the playing rules and procedures
- A positive attitude both on and off the surface
- Good fitness level
- Clean appearance
- All round skating ability
- Correct positioning
- Signals
- Penalty selection
- Sound Judgement and consistency
- Must be able to react under pressure
- Good game management skills
- Able to create a positive rapport and communication

All officials must have a **complete knowledge of the playing rules and referee procedures**. To an effective and competent referee you must also understand how to apply the rules. The successful referee will be one who can apply and understand the options as to penalties based on the degree of impact or the degree and severity of the infractions. Many referees put on the uniform go out on the surface and freeze. They cannot make the call or are unable to be in the right position to make the call for penalty or a goal.

Knowing your rules and how to use them is the only part of officiating that has absolutes. If you do not know the rules it will show when the going gets tough. Many newer and enthusiastic officials find this as a very difficult skill. It should be a desire of a referee to be able to quote rule numbers as they relate to the infraction or penalties. All officials new or experienced need to know the playing rules inside out and backwards. They need to read it, know it and live by the book. You need to develop the knowledge and treat the rules like your sports bible. Take time daily to read a few pages or review a rule or two before you leave for the rink. It is a good idea to self-evaluate the last game you refereed and think about what you found difficult to apply. Review those rules prior to the next game.

Just a little note to the wise when you are refereeing a game and you run into a tough situation on the surface and you either don't make the call or make a mistake making the call. What do you do? BE HONEST with the participants. If you are prepared and you know the rules you will likely be able to use another rule to get you through the situation. In this situation you would likely review that rule for the next game.

Being honest on the surface will create good **rapport and communication with all participants**. **Never** lie to the players you owe and honest answer to properly asked questions. The players and participants are owed the correct interpretation and application to all rules. If you don't know the answer ask a senior official or your referee mentor after the game. Never be too proud to ask a question.

Rule knowledge is not open to your individual interpretation. The playing rules have been developed and handed down by the International Inline Hockey Committee. By applying the rulebook and interpretations the referees will create a uniformed application and a national approach to the game of inline hockey.

Attitude both on and off the playing surface is generally what makes or breaks an official. An official may have all the talent but his or her attitude will be the determining factor to success. Understanding the difference between having a good positive attitude and being arrogant will

ultimately shape peoples opinion of you regardless of what type of job you do on the floor. When you arrive at the venue for a game the impression that you create with other participants and the public is left in the first thirty second upon your arrival. You should display the positive attitude in every game you referee. The level you work as a referee should not be a factor.

So where does your attitude come from? I think that the attitude is something that we are born with and as we grow up our environment shapes that attitude. Being positive and creating a **good attitude** begins long before your arrival at the venue for the game you have been assigned to referee. It starts at home. When you get up in the morning you should have the game on your mind. Preparation of your equipment, taking pride in your dress both on and off the playing surface, as well as taking time to review your playing rules help to create your attitude.

A few reminders that will help you get ready for the game and continue to give you that positive attitude. Always arrive at a minimum of thirty minutes prior to the scheduled start time. If you are running late for your game you always need to call ahead, call rink management or your game assignor. There is always someone who can relay the message that you are running a little late. Always make sure to indicate how long it might be until you arrive. It is a fact that things happen preventing you from making a game we owe the participants a courtesy call to allow them an opportunity to make a decision as to cancelling a game. It shows commitment to the game and sport by being having that positive attitude.

Here are few other pointers that will help keep your attitude moving in the right direction. Never discuss the performance of your peers with anyone with except that person involved. Talk away from the rink and out of anyone's range because what you might talk about is not for the public to hear. Any discussion you do have with an official must be done in a constructive fashion and only if they are welcoming feedback.

It was mentioned above that a confident official with a good attitude is a necessary quality. An official who is arrogant is not needed in this sport. What is arrogance? Arrogance is a combination of several things for example conceit. A conceited officials is one that can not be approached in any manner. He will not talk to a team or when he does he talks down to the team. He will often belittle a team and make himself look better than other participants. An official who is arrogant will also act as if they are the game and everyone has come to watch them.

**“An official who is not arrogant and has come to work the game will be the official who people will ask after the game – WHO WAS THE REF? I don't remember. “**

Answer the following question in the space below. If you need more room to write your answers another sheet of paper.

**1.) Why is a positive attitude important in preparation of an Official?**

**2.) What do you do to create a positive attitude?**

**3.) When does your attitude towards your game begin?**

**4.) What are examples of arrogance as they apply to officiating?**

Another important quality that many officials overlook is **fitness**. Poor fitness is another factor in the success or failure of officials. When a player retires and takes the officiating stream many feel that fitness is not that important. In fact an official must put even more focus on their fitness level because as a player they will usually spend more time on fitness. Most officials lack on surface training time and because of this they are more likely to suffer in their fitness level and their skating level. Officials must spend more time working on the cardio fitness away from the game. Low fitness levels in high level games will frustrate the official and the players as the official will not be in the correct position to see infraction and potential goals. Poor judgement and efforts will result in cheating the players and participants

**Appearance** of all officials on and off the surface is also important in creating a positive perception of game officials. As mentioned earlier the first impression that an official makes is critical as in the first thirty seconds people will watch and form their opinion of you and the game you are about to officiate. Some off the surface points that people pick up on are as simple as arriving to the game thirty minutes early, having all of your equipment in an equipment bag. Never wear a team or club coat or jacket and never wear a team hat. Always be neat, tidy and impeccable.

On the surface make sure your equipment is in good repair and clean. You should have your up to date crest on the left side of the referee jersey over your heart. Be sure when you enter the surface that you look like you are there to work. Entering the playing surface and especially during the pre game warm up it is critical to give a good impression. Never cross your arms or put your hands on your hips. Doing this make you look cross or disinterested.

Other important things that officials should be aware of that can put the impression of a bad appearance are things we say on the surface. We should never use inappropriate words or phrases. If we use inappropriate words or phrases it may destroy any goodwill or credibility with the participants.

Fraternalising with teams, players or coaches is definitely forbidden. Be cordial and respectful at all times. An official should never be in and around a team locker room and the players or coaches should never be in your area.

A final point that should never be a factor with officials is the use of alcohol or drugs. NEVER should an official have an issue with this area. If caught under the influence of alcohol or drugs the official in question will have their privileges removed. There is no room for this type of irresponsibility.

The next quality that is very important to your success as an official is the ability to skate. If you can't skate you will not have a very enjoyable experience as an official. **Skating** is more than being fast. Other skating skills that need to be considered are stopping, striding, the stance, turning in both directions, cross-over, agility and speed. These skills require the official to be proficient going forwards and backwards as well as going left and right. Every skater develops their own skating style. How do we improve this skill? Practice, practice, practice and more practice. Try to improve your skate at session skating. Always attempt to add skating into your training program.

**Positioning** on the surface in the end zone area by the goal, pursuit of the play and the transition areas on the surface make or break an official. Without the ability to skate efficiently and understand where to be on the surface to see the infraction or potential goal limit your effectiveness as an official. We will discuss positioning later.

Communication is a skill that comes with experience and time. We communicate in several ways on the surface. Certainly verbal communication and the use of the whistle are easy. All you need to do is open your mouth and speak or blow air into the whistle. Signals that we use in inline hockey all mean something from the whistle and point at the net to penalty signals. Everyone watches what you do at all times.

Speaking as mentioned earlier in calm tones not excited and out of control will develop a professional rapport with the participants. **Reaction to pressure and game management** are the hardest skills and qualities to develop as this is not learned over night. It may take years to master these last few qualities. It takes years and many games to learn. Judgement and consistency also take time to learn.

How do you master reaction to pressure, **judgement and consistency** and game management skills if these take a long time to develop? Long before you come to referee at the International level you should have started to master these areas. No referee is perfect but the referee who can learn to keep his or her composure and do the job with a smooth transition in the play and dealing with conflict professionally and with respect will succeed quicker. As an official you must be prepared to officiate by learning the playing rules and all of the correct applications. You must be clear and understand that the rules have absolutes. This means that when some infractions occur you must make the call every time score, time of game and tempo of a game do not matter.

**Game Management** is something that you will hear often when you are an official. Simply put Game Management is the way the game flows for you. A little analogy often used to describe Game Management is as follows and is used to by many.

“If a referee was to put a “Bird” in his hand he should be able to skate around the rink all night doing his job. When the game gets tough and he has to enter the game and call penalties and deal with conflict he must squeeze the bird a little. The poor bird gets a little panic struck when the players and the surrounding area gets hectic. As the game levels out again the referee can loosen his grip on the bird as the game continues.”

To summarise this concept as a referee your goal is to create flow to the game, allowing the players to play and play hard. If the grip is too tight you will kill the bird. If the grip is too loose the bird gets away. In officiating the game you run and manage is the same. Squeeze the game and you kill the game and frustrate the participants, but, being too loose and not calling or applying the rules correctly will also kill the game. Good game managers will have less trouble in the game that they are officiating.

## SECTION FIVE: DEALING WITH CONFLICT

Conflicts in officiating are inevitable. Whenever two teams meet to compete, conflict is already present. It may not manifest itself in every game, but conflict will arise between players, coaches, fans and officials and it is the role of the official to manage the conflict, regardless of when and where it occurs.

Officials should approach each game with the understanding that a big part of their job is conflict management, and when conflict is managed well, officials can take a measure of satisfaction in their role. You will not make calls that please both teams so since your goal is not to please people, the best you can hope for is to earn respect for the job you do. Officiating will never be a popularity contest.

As well, officials need to understand that conflict that arises in a game is not always an official's fault. We live in a society that loves to place blame and often this blame is placed on officials unfairly. Officials can be a convenient scapegoat for the frustrations of a coach, player or parent. Understanding this will help officials deal with conflict without taking on all of the pressures that fall on those who are asked to arbitrate the game in a fair and safe manner.

One way to understand or prepare for conflict is to know the environment you are going into and act appropriately. Be aware of the context of the game. If it is city dwellers versus country folks, there may be potential for additional conflict. Similarly there may be conflict between rivals, or teams made up of different nationalities or religions. If the teams have played recently in a game that had a lot of conflict, some of the emotions could carry over.

Officials are often accused of "having rabbit ears" when they seem to hear everything that is going on and possibly overreact, but it is also important an official does not go deaf either. Ensure that you hear the different types of verbal communication going on in the game between opponents.

Rule 38 (a)(d)(e) in the FIRS Rule Book calls for a Game Misconduct to be assessed to any player who engages in verbal taunts, insults or intimidation based on discriminatory grounds (race, ethnicity, religion, gender, sexual orientation, language). Hockey is notorious for allowing players to talk "smack" or use verbal insults to intimidate. FIRS is calling on officials to ensure they penalize players who indulge in this kind of behaviour.

In particular, any insult that starts with the word "you" or could start with the word "you" should be penalized. You may be able to ignore the words "that's brutal" or "that's a terrible call", but as soon as it changes to "you're brutal" or "you're terrible" the remarks have become personal and you must penalize the offender.

Many times you may not hear the comments made, but only see the reaction of the player being insulted. Confronting the perpetrator can be helpful, and sometimes penalizing the player may be the best solution. Ignoring these types of situations or choosing not to hear it is not the appropriate response.

When you make a tough call, expect controversy. Whether it is verbal harassment, negative body signals or other forms of disagreement, expect it and know where you draw the line on how much you will accept. If you handle conflict successfully, your overall game management skills will be enhanced.

Let's look at some general situations that may occur in a game and examine appropriate and inappropriate responses.

Verbal challenges occur frequently during the course of a game. If a player or coach challenges you, it is imperative that you listen carefully, weighing all of the information that is presented at that time, and also considering other game factors. Perhaps a coach is trying to seek an advantage or edge on future calls through intimidation, save face after a move goes wrong or protect a player.

Adversity between coaches and officials often comes down to one factor, coaches care who wins and referees don't!

Once challenged, an official usually must respond in one of two ways, to deny the challenge (which may take skill in verbal diplomacy), or offer a solution to the perceived problem. If at all possible, take a few moments to let the attack sink in and determine your response. If the objection has some merit (you may not have seen the whole incident, made a marginal call), an additional penalty may just compound the problem. As well, the initiator may show instant regret and depending on the severity of the challenge, you may be able to ignore it. You are not obligated to deliver a reply to every challenge. Use the pause to determine whether a reply is really needed, and whether a verbal or non-verbal reply is most appropriate.

Remember as well that some coaches yell as a psychological tactic. They know you won't change your call but perhaps they can plant seeds of doubt that may get them a break on the next call, may intimidate you, or may get their team and the fans fired up. They generally are not yelling at you as much as the uniform and what it represents.

Be aware of when the coach may be using you to accomplish his goals. A coach who jumps on the boards or flails his arms is usually trying to rally his players and get the fans involved. This would usually occur when they are the home team, and are down a goal or two late in the game.

Let's look at some specific responses, positive and negative that an official may use in various situations. If a coach questions a certain play, try this response. "Coach, here is what I saw...". This gives the coach the idea that it may have played out differently than what he saw happen. A variation of this is to ask the coach "what did you see?", which puts the coach on the defensive, although caution must be taken into getting into a prolonged discussion on what he saw and what you saw.

On occasion, a comment like "I heard you and I'll watch for that", "I don't think so" or "I don't see it" will indicate to the coach that you have heard the concerns and rejected it. Compare the above responses to possible responses like "Oh, come off it", "That's ridiculous" or "What are you looking at?" which cancel the validity of the coaches observations and will only increase hostility levels.

Another approach might be to acknowledge that an incident may have happened the way the coach describes it, but that you either missed it or didn't see it in the same way. With that type of acknowledgement you are admitting to a possibility that things may have happened the way the coach described it without admitting you were wrong.

Another option may be to totally disregard a comment from the bench. If the coach does not continue to press the point, then a non-response may be the ideal response. Sometimes a head nod of agreement will resolve the issue quickly whereas defending the call immediately leads to further dialogue, with both sides trying to defend their positions.

If you feel that you need to go to the bench to discuss a situation with the coach, or to deliver a warning keep the following guidelines in mind. First of all, deliver the message directly to the coach. If they are standing on the bench or boards, get them to move down to your level and make eye contact to ensure they are not standing above you. Try to avoid facial expressions while taking in information as things like a scowl or shaking the head can increase the animosity of the complainant. Do not get into prolonged discussions or arguments at the bench. Deliver the message quickly and get the game going again as soon as possible. You can not get into an argument with a coach if you do not participate!

When you go to the bench to resolve an issue or deliver a message, ensure that you are only there to handle that problem. If a coach brings up an incident that happened earlier in the game, simply remind the coach that the issue at hand is what you are trying to clarify, not what happened earlier, and turn the conversation back to the present issue.

If there is an issue that the coach wants to discuss, but the period is nearly over, advise the coach that you will discuss it with him at the half. Often this allows the coach some time to cool down or forget about the issue totally, and even if the conversation does take place, it does not have players and fans waiting for play to begin again.

Going to the bench can escalate a situation and officials must be very careful not to lose their cool. Officials are charged with keeping control of a game and there is never a valid excuse to lose control. Work on maintaining and controlling emotions in emotionally charged situations. Never use vulgarity and “treat disrespect with respect”.

Be very careful about using threats. Avoid “If, ...then” statements as they can put you in situations where it may be difficult to follow through. If you tell a player “not one more word or you get an unsportsmanlike conduct penalty” and the player then says “I’m sorry”, you are in a box. The player said another word and how do you penalize an apology? Rather use words such as “that’s enough” or “you made your point, now let’s move on”.

In the same way, if a coach is vocally harassing you, words like “I’ve heard enough” or “You’ve said enough” are about as strong a reply as you should use. Adding the word “please” indicates additional respect. However, words such as “shut up” or “shut your mouth” cross the line of respect.

Non – verbal signals can be very helpful in these situations as well. If a player or coach is verbally attacking you and your first response is an unsportsmanlike conduct call or hands to the hips to assess a Misconduct, you give the impression that you have a short fuse and can’t take any controversy. Instead of the above, if a player is berating you, hold up your hand to indicate that the action must stop (along with a verbal warning). If the player continues the verbal attack, and you then assess a penalty, the people observing the action will see that the player had a clear warning to cease his actions and chose not to. Since the warning wasn’t heeded, the player has no one to blame but them self for continuing the action and getting the subsequent penalty. An alternative to the “stop” signal with the hand is finger to the lips to indicate the verbal chatter must stop.

When dealing with abusive fans, never get into verbal exchanges or gestures. Be more tolerant of fans than any other group, but if at any time they cross the line, stop the game and use the arena staff or the home team staff to eject that person from the arena.

In any situation where you enter a discussion with a player or coach, tell the truth. It’s ok to say you made a mistake or a bad call. Honesty is your best policy. If you try to lie your way out of a situation, you lose credibility and damage the reputation of all officials. Work hard to ensure you do not make the same mistake, as too many mistakes will hurt your reputation as well.

Officials should be quick to commend positive behaviour by a player. If a player helps out a member of the opposition, or makes an attempt to avoid unnecessary contact, officials should acknowledge such acts of good sportsmanship with a complimentary word in passing. This will further enhance good sportsmanship.

Knowing the rules and procedures and techniques will help you in your officiating, however knowing how to handle people and conflict situations separates the best from the rest. Work on your people handling skills in each game. After a game think about situations that occurred and determine if certain situations could have been handled better or differently. Learn from each situation and your overall skill as an official will improve.

## SECTION SIX – EQUIPMENT

It was mentioned earlier about having the officials wear the proper protective equipment. If you as the game official look sloppy and unprofessional by wearing your gear in an inappropriate manner and fashion the players will do it too. We are in this game to ensure that the game is played in a safe, fun and fair manner. All of your gear is subject to the same standards as a player. All protective equipment must be worn at all times and the gear must be covered by the uniform. Helmets must in good repair and all snaps, screws and straps must be there. Helmets must be fastened correctly. Your visor must also be worn in the correct position. If you wear your helmet and visor improperly then the players will improperly wear their in the same fashion.

What equipment is deemed mandatory for a referee? Listed below is the required equipment:

- Black hockey helmet in good condition with a chin strap in good repair
- Half visor or shield properly fastened
- Black and White Jersey
- Long black referee pants
- Metal finger type whistle
- Inline skates in good repair – all wheels in place, axels flush mounted and white laces
- Shin guards
- Elbow pads
- Equipment bag
- Protective cup or female jill
- Current rulebook
- Note pad and pencil
- Protective girdle(optional)

Optional but recommended equipment:

- Extra whistle
- Tape
- Net repair items
- Water bottle
- Spare wheel
- Bearing
- Tools for skates
- Toiletries

General reminder to all officials if your gear is not in good repair it is tough to call a player for equipment violations. All gear must be worn under your uniform including elbow pads.

## **SECTION SEVEN**

### **RULES SUMMARY**

#### **RINK**

- zones divided by Center dot and a red line creating an attacking and defending zones
- 5 face off dots and five circles

#### **TEAMS**

- 4 skaters and 1 goaltender per side on surface
- 14 skaters and 2 goaltenders –maximum roster size

#### **EQUIPMENT**

- no stick curvature rule
- skates and number of wheels
- CSA/HECC helmet (PROTECTIVE CAGE not mandatory in adult hockey)
- goaltender CSA/HECC helmet and mask
- mouth guard (optional but recommended)

#### **PENALTIES**

- Minor - two minutes
- Goaltender/Bench Minor (not identified) need not be player from surface to serve penalties
- All major penalties - five minute time penalty
- Three penalties of any class results in an additional misconduct penalty
- A penalized team may be required to play two players short handed
- Relate the playing rules and their application to the FIRS philosophy of play at every opportunity.
- Officials have discretion between minor and major penalties.
- Officials must have the courage to use these calls to discourage unwelcome conduct.
- Stick infractions resulting in an injury major plus a game misconduct.

#### **BODY CONTACT**

Rules such as boarding, charging, checking from behind and physical contact/checking of any kind warrant special consideration and enforcement of the playing rules. We must continue to represent the game and the FIRS Philosophy of play. Intentional body checking must be penalized as well as the illegal use of the stick.

The following sections are the procedures that are required to officiate the game of Inline Hockey. Every sport has procedures, policies and concepts that define how we officiate and what we have to do. It is understood that every referee will have their own style and that their personality will always be part of officiating. It should also be understood that the playing rules although designed to give you as a referee some latitude in enforcing the playing rules. The rules have been designed to have some absolutes, infractions that have definite penalties attached.

At no time are referees to ignore infractions in the game that are violent and that may lead to serious injury to players, coaches, managers, trainers or spectators. You have taken the responsibility to uphold the playing rules and create a fun, safe and fair environment as it is listed in the "Philosophy of Play". This is your responsibility to the association you referee, your national body and the International Organisation.

We will look at the following concepts, policies and procedures.

## INTRODUCTION TO PENALTIES

Penalties are assessed to player, coaches, manager and trainers who have broken the playing rules. Penalties are assessed to players who have broken the playing rules. In most cases the penalties are either two minutes (minor/bench minor) or five minute time penalties (majors). These result a team playing shorthanded, (below the numerical strength of your opponent) on the surface for that amount of time.

When players from both teams receive penalties at the same stoppage of play these are called coincidental penalties. The teams would be allowed to substitute for the penalised players.

FIRS officials will eventually find themselves in a situation where penalties are assessed to players from both teams during the same stoppage of play. Officials will undoubtedly find themselves in a situation where coincidental penalties are called. Good officials can apply the rules correctly in a coincidental penalty situation.

At the end of this section the officials should be able to correctly apply the rules (as they apply to coincidental penalties) in penalty situations that they can expect to see.

This is an excellent opportunity to introduce the concept of "TIME" penalties (i.e. penalties that are shown on the clock). TIME PENALTIES are penalties that appear on the penalty time clock or penalties that will result in a team playing shorthanded. Let's look at the following time penalty situations.

## TIME PENALTIES

The definition of a **Time Penalty**: A penalty that results in a penalized team playing with less than the total number of players allowed on the skating surface. This means that the team is playing **SHORT**. Time penalties are the only penalties which are indicated on the penalty clock.

Provided below are examples of penalty situations that result in time penalties: Minor and/or Bench Minor Penalties and Major and/or Match penalties. The following are examples of penalties that would make a team short. These are all time penalties when they are assessed on their own or have not been accounted for under the coincidental penalty rules. Review the following examples:

A6 – 2

Results in Team A being short for 2 minutes. A6 is serving. Man power 4 for Team B 3 for Team A.

A6 – 2+2 Results in Team A being short for 4 minutes. A6 is serving. Man power 4 for Team B 3 for Team A.

A6 – 2

B3 – 2

Results in Team A and Team B are serving coincident minor penalties resulting in immediate substitution. Both teams will play at full strength 4 on 4. Technically neither team is short because neither is below numerical strength.

A6 – 2+2 at 4:00

Team B scores at 3:00

Results in Team A being short for 4 minutes. A6 is serving. On the scoring of the goal at 3:00 the first penalty is terminated and the second will start at 3:00.

What happens when a team is playing short and the opposing team scores a goal? Goals scored against a team that is shorthanded can, in some instances; result in the expiration of a penalty. At the end of this lesson the referee will understand how to correctly apply the rules when a goal is scored against a team that is shorthanded.

This rule works in a very simple way.

If, when a team is **SHORTHANDED** because of one or more minor or bench minor penalties, the opposing team scores a goal, the first two minute time penalty assessed to the team scored against shall automatically terminate (unless the goal was scored on a Penalty Shot). A five minute time penalty cannot be terminated due the scoring of a goal. A major penalties or match penalties are five minute time penalties.

Let's review a couple of terms that confuse players and coaches.

The term "**SHORTHANDED**" means that a team is below the numerical strength of its opponent. Team A has 4 skaters and Team B has 3 skaters on the surface. Team B is playing **SHORTHANDED**.

The term "**SHORT**" means playing with less than 4 skaters on the surface. Team may or may not be *shorthanded*. Team A has 3 skaters on the surface and Team B has 3 skaters on the surface. Both teams are playing **SHORT** not shorthanded.

Penalty situations that do not result in *time* penalties: **Coincidental Penalties, Game Ejection, Misconduct, Game Misconduct and Gross Misconduct.**

If your team is playing shorthanded and the opposing team scores a goal. What happens? Officials must consider two questions when a goal is scored:

- **Is the team that has been scored against playing shorthanded?**
- **Are they serving a Minor or Bench Minor time penalty?**

If the answer to either question is no, then a *time* penalty is not cancelled or terminated by the scoring of the goal.

If the answer to both questions is YES, cancel or terminate the first Minor/Bench Minor *time* penalty being served.

The first Minor/Bench Minor *time* penalty being served is the one that has the least amount of time remaining.

Below find a few examples of shorthanded goal situations. Review the questions and follow the answers.

1.    A7-2            4:30  
      A9-2            4:00  
      B scores        3:50

- Referees decision: A7 returns.

**Explanation:** Team A was playing shorthanded due to one or more Minor/Bench Minor "time" penalties; therefore, the first time penalty shall automatically terminate. Since A7's time penalty has the least amount of time remaining, it is the one terminated.

2.	A7-2	4:30
	A9-2 (on delay)	3:50
	B scores	3:50

- Referees decision: A7 returns. Penalty assessed to A9.

**Explanation:** Team A was playing shorthanded due to on more Minor/Bench Minor "time" penalties; therefore, the first time penalty shall automatically terminate. Since A7's time penalty has the least amount of time remaining, it is the one terminated.

3.	A7-2	4:30
	A9-2	4:30
	B scores	3:50

- Referees decision: A7 returns.

**Explanation:** Team A was playing shorthanded due to one or more Minor/Bench Minor (time) penalties; therefore, the first two minute time penalty shall automatically terminate. In situations such as this one, where both time penalties have the same amount of time remaining, the time penalties are washed out in the order in which they occurred (or, to be more precise, in the order in which they were reported) AND recorded on the game sheet by the scorekeeper). Since A7's time penalty was the first time penalty reported, it is the one that terminates.

4.	B3-2	5:00
	A7-2	4:30
	A9-2	4:00
	B scores	3:50

- Referees decision: A7 returns.

**Explanation:** Team A was playing shorthanded due to one or more Minor/Bench Minor (time) penalties. In this example, it was A9's time penalty that caused Team A to be shorthanded (A7's time penalty merely made Team A "short"). However, the interpretation of rules 28(b) and 28(d) allows the first "time" penalty to terminate. Hence, since A7's time penalty has the least amount of time remaining of all two minute time penalties being served it is considered the "first" time penalty and is terminated.

5.	A7-5	6:30
	A9-2	6:15
	B scores	6:10

- Referees decision: A9 returns.

**Explanation:** Team A was playing shorthanded due to A7's Major/match (time) penalty and A9's Minor/Bench Minor (time) penalties. A7's five minute time penalty cannot be washed out on the scoring of the goal. Therefore, what remains of A9's two minute time penalty is washed out.

The next area that a referee must know is the calling of coincidental penalties. The concept here is very simple but you will need to look at it and review this are often as making sure that everyone connected to the game understands these concepts. At the end of this section there are several examples. Try them these happen all the time. In most cases you will be one of the only ones in the rink that will have total understanding of the application of these rules.

## THE CONCEPT OF COINCIDENTAL PENALTIES

The concept of Coincidental Penalties: -When penalties of equal duration (i.e., minor/bench minor penalties OR major/match penalties) are imposed against players on each team during the same stoppage of play they are considered *COINCIDENTAL*.

### THE RULE

“Immediate substitutions shall be made for players who are assessed penalties that are considered coincidental. A substitute would then take his place on the playing surface. The players who were penalised would take their positions in the penalty box. They would serve their penalties and wait for the first whistle and stoppage of play. If there was any time penalties assessed to that player during that stoppage a player from that team would be required to serve the time penalty making their team play short or shorthanded (depending on the situation). When the time penalty terminates due to the scoring of a goal or expires because the penalty time has ended the player serving the time penalty can re-enter the game. “

How do we get started and what do we do to cancel penalties in Coincidental Penalty situations? The following phrase is one that can only be used in the English language. When working games with teams and referees from other countries you must be careful to explain this concept in greater detail.

There are a few parts to the Coincidental Penalty Procedure. Let's look at each one and see how they fit together.

Start by cancelling major/match penalties, and then cancel minor/bench minor penalties in this order of priority:

M (Step 1)	Cancel as <b>MANY</b> penalties as possible
O (Step 2)	Cancel in a way to make the team only <b>ONE</b> player short
T (Step 3)	Cancel in a way to avoid <b>TAKING</b> another player off the playing surface
O (Step 4)	Cancel using the order of penalty <b>OCCURRENCE</b> or in the way that they were reported to the scorekeeper by the referee.

Getting the order right is very important because if you cancel incorrectly the team will end up playing shorthanded. Give the following basic coincidental situations a try. Using the Coincidental Penalty rules will get easier after you have done it for a while.

## BASIC COINCIDENTAL PENALTY SITUATIONS

**Note:** Assume all penalties occur during the same stoppage of play. Complete the chart.

Sit. #	Team	# of Minutes	Team	# of Minutes	Manpower when play restarts?	What's on the clock?
1	A-3	5+2	B-9	2		
2	A-4	5+2	B-8	5+2		
3	A-5	2 5+2	B-5	2 5		
4	A-6	5+2 5	B-7	5+2+2 5+5		
5	A-7	2 2+2	B-9	2 2		

6	A-9	2	B-2	2		
		2		2+2+2		

The concept of Coincidental Penalties: -When penalties of equal duration (i.e., minor/bench minor penalties OR major/match penalties) are imposed against players on each team during the same stoppage of play they are considered *COINCIDENTAL*. When the time penalty terminates or has been expired the player serving the time penalty can re-enter the game.

## **DELAYED PENALTY SITUATIONS**

The next area that we need to be able to use is the Delayed Penalty rules. Delayed penalties are time penalties that cannot be served immediately because there are already two time penalties currently running. Referees must be able to apply the rules correctly and quickly in complex situations involving delayed penalties.

At the end of this lesson the student will understand how to correctly apply the rules in every possible delayed penalty situation. The concepts discussed here can be very confusing to inexperienced officials.

**The Delayed Penalty rule works like this:** If a third (or subsequent) time penalty is assessed to a team serving two time penalties, the third (or subsequent) time penalty shall not commence until one of the previous two time penalties elapse.

A team may only have two time penalties enforce at one time any more must be delayed. The players will return to the surface in order of expiry of their penalties.

### **REVIEW THE FOLLOWING SITUATIONS**

Unless indicated, assume that no goals are scored and that stoppages of play occur only at the times indicated.

#### **Situation 1:**

##### **Solution:**

			<b>Off</b>	<b>Start</b>	<b>End</b>	<b>On</b>
A3-2	8:00	A3	8:00	8:00	6:00	6:00
A7-2	7:20	A7	7:20	7:20	5:20	5:20

#### **Situation 2:**

##### **Solution:**

			<b>Off</b>	<b>Start</b>	<b>End</b>	<b>On</b>
A3-2	8:00	A3	8:00	8:00	6:00	5:20
A7-2	7:20	A7	7:20	7:20	5:20	4:00
A9-2	7:00	A9	7:00	6:00	4:00	3:30

#### **Stoppage 3:30**

#### **Situation 3:**

##### **Solution:**

			<b>Off</b>	<b>Start</b>	<b>End</b>	<b>On</b>
A3-2+2	5:00	A3	5:00	5:00	1:00	0:30
A7-2	4:30	A7	4:30	4:30	2:30	1:00
A9-2	4:00	A9	4:00	2:30	0:30	0:15

#### **Stoppage 0:15**

**Situation 4:****Solution:**

			<b>Off</b>	<b>Start</b>	<b>End</b>	<b>On</b>
A3-2	9:00	A3	9:00	9:00	7:00	5:00
A7-2	8:20	A7	8:20	8:20	6:20	4:20
A9-2	8:00	A9	8:00	7:00	5:00	4:00
A8-2	7:45	A8	7:45	6:20	4:20	4:00

**Stoppage 4:00****Situation 5:****Solution:**

			<b>Off</b>	<b>Start</b>	<b>End</b>	<b>On</b>
A3-5	9:00	A3	9:00	9:00	4:00	2:00
A7-2+2	8:20	A7	8:20	8:20	4:20	2:20
A9-2	8:00	A9	8:00	4:20	2:20	0:30
A8-2	7:45	A8	7:45	4:00	2:00	0:30

**Stoppage 0:30**

Now that we have examined these situations and have a basic understanding of the concepts, it should be clear to the official that these concepts are not too difficult. The difficult part of the coincidental concepts is applying them under the pressure during game conditions. The difference between coincidental situations and time situation is very important for the referee to understand. If you have questions please ask a senior official who works in your organisation. If you are not sure on the floor have a quick conversation with your partner prior to reporting the penalties.

The next few pages have some quizzes to reinforce the concepts of Time Penalties, Coincidental Penalties and Delayed Penalties. Try them and we will review them as a group. If you are working on this book on your own discuss them with your local instructor.

## TIME PENALTY QUIZ

1.) What are the two questions a referee must ask himself when a goal is scored?

2.) What happens if the referee answers "YES" to both of the above questions?

By answering the two questions above please indicate, if applicable, the player returning or the penalty that would be terminated after the scoring of a goal. All times listed are times remaining. (Assume no other stoppages in play have occurred.)

3.) Team "A" #6 - 2:00 @ 4:00

Team "B" #11 - 2:00 @ 3:30

Team "A" #9 - 2:00 @ 3:00

Team "B" Scores @ 2:30

4.) Team "B" #7 -2:00 @ 5:00

Team "A" #7 -2:00 @ 4:30

Team "A" 9 -2:00 @ 4:00

Team "B" Scores @ 3:50

- A) No player returns
- B) Team "B"-3 returns
- C) Team "A"-7 returns
- D) Team "A"-9 returns

5.) Team "A" #7 -2:00 @ 4:30

Team "A" #9 -2:00 (on Delay) @ 3:50

Team "B" Scores @ 3:50

- A) No player returns
- B) Cancel delay to A-9
- C) A-7 returns, assess penalty to A-9

6.)

Team "A" - 7 5 +GM @ 6:30

Team "A" - 9 2 @ 6:15

Team "B"- Scores @ 6:10

- A) No player returns
- B) Team "A" sub for A7 returns
- C) Team A-9 returns

7.)

Team "A" – 6	2 minutes		@	4:00
Team "A"-9	5+GM		@	3:30
Team "B" – 11	2 minutes		@	3:00
	Team "B" Scores		@	2:30

- A) No player returns
- B) Team "A" – returns
- C) Team "A" – sub for A9 returns
- D) Team "B" 11 returns

8.)

Team "A" –8	2 minutes	Team "B" 5- 2 minutes	@	6:00
Team "A" 7	5 + GM		@	5:30
		Team "B" scores	@	5:15

- A) Team "A" – 8 returns
- B) Team "B" – 5 returns
- C) Team "A" – Sub for A7 returns
- D) No Player returns

9.)

Team "A" -9	5+GM +2		@	6:00
		Team "B" – 99 2 +2	@	6:00
Team "A"- 14	2 minutes		@	6:00
		Team "B" Scores	@	4:15

- A) Team "A" sub for 9 returns
- B) Team "B" – 99 returns
- C) Team "A" – 14 returns
- D) No player scores

10.)

Team "A" - 10	5 + GM		@	4:00
		Team B-11 – 5 +GM	@	3:30
Team "A" - 5	2 Minutes		@	3:30
		Team "B" Scores	@	2:00

- A) Team "A" Sub for 5 returns
- B) Team "B" Sub for 11 returns
- C) Team "A" – 10 returns
- D) No player returns

## DELAYED PENALTIES QUIZ

For each of the following situations indicate the time each penalty starts and ends, and indicate the time each player may leave the penalty bench.

Situation 1:

A3-2                    8:00  
 A7-2                    7:20  
**Stoppage**            5:00

	<u>Off</u>	<u>Start</u>	<u>End</u>	<u>On</u>
A3	8:00			
A7	7:20			

Situation 2:

A3-2                    8:00  
 A7-2                    7:20  
 A9-2                    7:00  
**Stoppage**            3:30

	<u>Off</u>	<u>Start</u>	<u>End</u>	<u>On</u>
A3	8:00			
A7	7:20			
A9	7:00			

Situation 3:

A3 -2+ 2                5:00  
 A7-2                    4:30  
 A9 -2                    4:00  
**Stoppage**            0:15

	<u>Off</u>	<u>Start</u>	<u>End</u>	<u>On</u>
A3	5:00			
A7	4:30			
A9	4:00			

Situation 4:

A3-2                    9:00  
 A7-2                    8:20  
 A9-2                    8:00  
 A8 -2                    7:45  
**Stoppage**            4:00

	<u>Off</u>	<u>Start</u>	<u>End</u>	<u>On</u>
<b>A3</b>	<b>9:00</b>			
<b>A7</b>	<b>8:20</b>			
<b>A9</b>	<b>8:00</b>			
<b>A8</b>	<b>7:45</b>			

# TWO FIRS REFEREE POSITIONING

## OFFICIALS SYSTEM

- Both officials are responsible for calling penalties when they occur anywhere on the floor.
- The need for teamwork, which is best achieved through the use of proper signals, and communication (verbal and eye contact) between the two officials.
- Lack of line calls and the resultant advantages regarding positioning especially as back man. Stress the need for the back official to stay far enough outside end zone to gain adequate time to gain good backward position as play moves toward your end. Stress need for good backward skating ability.
- Discuss skating and mobility of officials as it affects both their position in the play and in terms of their personal safety.
- End zone positioning - limitations of home base, half piston, and at the net as they apply to in-line hockey. Explain the home base, half piston and at the net. Discuss safety in regards to positioning in avoiding play.
- Corner positioning - Discuss the limitations of full piston, half piston and at the net as they apply to in-line hockey. The limitations of relocating quickly and safely warrant discussion.
- Back Man - Stress importance of anticipation, good backward motion, good shoulder position to the play and the need to gain corner position early.

## TWO OFFICIALS SYSTEM POSITIONING

The referees in any game must have a complete knowledge of the playing rules, be a good skater, be in good physical condition and be able to display good judgement.

One more ability is necessary and that is good positioning. To be a good official you must have all of the above qualities. Having a few of these qualities will not make you a good or a complete official.

**Note: The following section on positioning should be used as a guideline. Every referee when he or she develops effective game management skills will avoid getting in the way of the players and the puck. The referee will also continue to use this basic positioning to allow for the best possible position to make a call or signal a goal.**

## END ZONE POSITIONING

**The Bump** is used when the play comes around the boards and in the direction of the referee standing at **Home Base**. The referee will **Bump** away from the play (either up or down the boards) until he reaches either the hash marks or the goal line. At this point he will use the second manoeuvre called **The Pivot**.

The fundamentals of End Zone Positioning involve the use of the piston system. This system gives the referee:

- A better overall view of the play.
- Improved view of the goal and goal line.
- Less chance of being caught behind the play on a fast break, thereby reducing unnecessary hard skating.
- Safer positioning from deflections of shots on goal.
- Players are more aware of the presence of the referee; this will act as a deterrent for any unnecessary activity.

The **Piston System** consists of three positions and two manoeuvres to help you to be in the best possible location. They are:

- **Home Base (HB)**

- **Half Piston (HP)**
- **At the Net (ATN) (Full Piston) (see diagram #1)**

**Home Base** is a position 15-20 centimetres (6-8 inches) from the boards, halfway between the goal line and the face-off circle hash marks.

**Half Piston** is the area located between **Home Base** and the nearest goal post, usually in line with the face-off dot.

**At the Net** (or Full Piston) is the position anywhere around the net that gives the referee the best view to see if the puck has crossed the line, but ideally, at the corner of the net, 0.6 to one metre (2-3 feet) from the goal line. This gives the referee the best possible position to view the activity on and around the goal line and goal crease area.

The two important manoeuvres are:

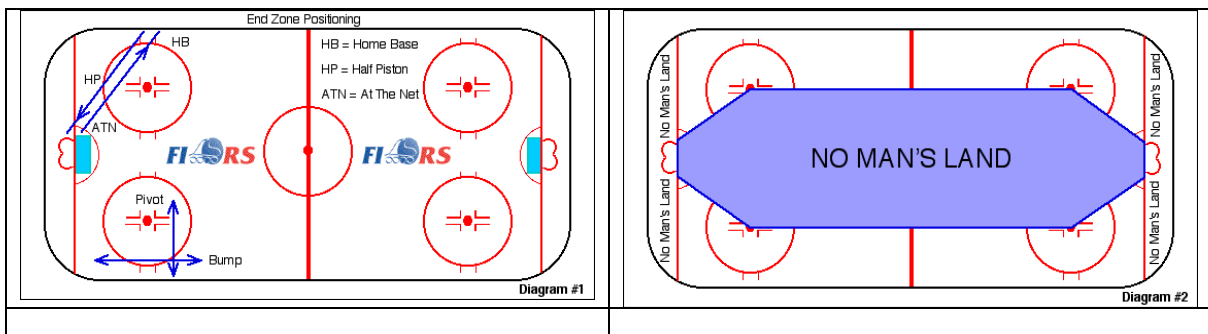
**The Bump**  
**The Pivot**

**The Pivot** consists of taking a stride out away from the boards, crossing under and skating backwards to **Home Base** after the play has passed behind the referee. At this point the referee can follow the play either up the surface or watch as it continues in the end zone.

When play is in progress and as it enters the end zone, the referee will also enter towards the **Home Base** position. The official will stay at **Home Base** until the play warrants (i.e. the play is on the far side of the surface), then he will move to **Half Piston**. While you are at **Half Piston** and the puck is on the far side of the end-boards and the net blocks your view of the puck in the corner, it is advisable for you to take **one step** towards the face-off dot. This can be done without going into No-Mans land. Never, should you go behind the goal line to enhance this blind spot while at half piston. If the play goes to the net area, the official will also move into the **At the Net** (Full Piston) position, ready and in an excellent position to make the appropriate call. If the puck moves behind the net and around the boards to his side of the surface, the official will move backwards quickly to the **Home Base** position. This is a common error and results in an unfavourable position for the official. You may become involved in the play as the player with the puck will use you as a block and gain an unfair advantage. Allow 15-20 centimetres (6-8 inches) from the boards to allow the puck to go behind you.

Good referees never find themselves behind the goal line (unless you are **At the Net** and this is the best angle to see the play). Try to avoid this situation by using the **Bump** and **Pivot** effectively.

The shaded area in **diagram # 2** is called **No Man's Land**. A good official never enters this area as you will become involved in the play and be a factor in its eventual outcome. The ability to anticipate the play is very important to an official. This will allow the official to easily keep up with fast breaks and to quickly move to **Home Base**, out of the way of the play. Relax, anticipate the play and move only when the play warrants it, this will help you to be in a better position and also enjoy the game more.



In this system, the surface is divided by the center red line (in some cases there will only be a center face off spot). This means that one referee will take all face-offs in one half of the surface and the other referee will take all face-offs in the other half of the surface. Whenever a referee is to take a face-off, the referee not taking the face-off will retrieve the puck, skate back and hand it to the other referee. The referee taking the face off will initiate the line change procedure.

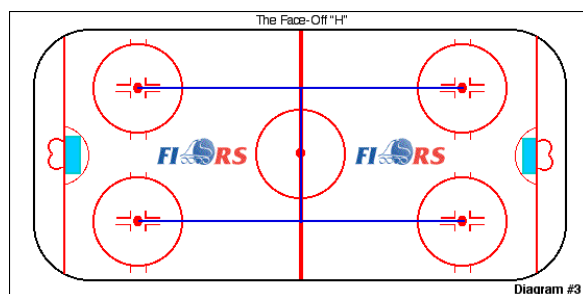
**Note:** The division of the surface is for face-off procedure only. Penalties can be assessed by either referee anywhere on the surface where there is an infraction.

## GENERAL GUIDELINES

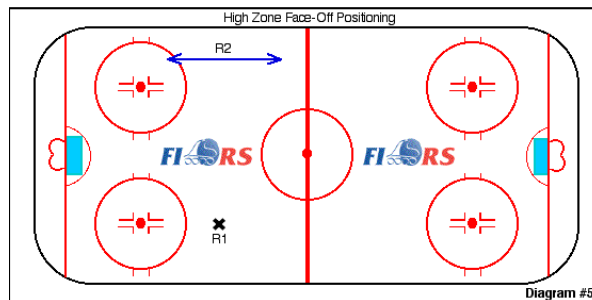
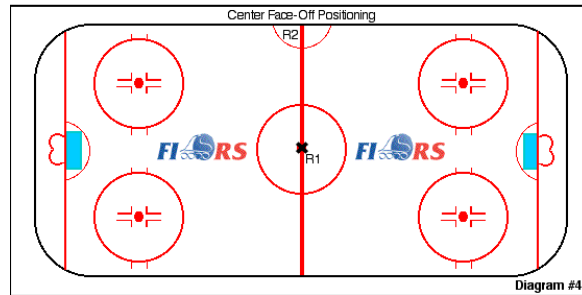
- Each referee covers two thirds of the total surface. This coverage overlaps in the high zones in each half.
- Try to never let the puck pass you in the neutral zone and be closer to the goal than you are. If there is a situation where you are in the path of the players and the puck is in the neutral zone then always moves toward your end zone. In this procedure you should never be out of position. If the puck comes in your direction, you are in the correct position. If the puck goes in the opposite direction, simply stop and follow the play, again, you are in position.
- Another thing that you should **never** do is **climb the boards**. If you do, the puck will pass you, leaving you out of position. Also, being on the boards puts you in a vulnerable position and the potential for personal injury is much greater.
- When you are the front official you must be at the center red line as the puck approaches in order to effectively stay in position as the play approaches the end zone.
- When the puck is in your partner's end zone making you the back official, watch for fouls in front of the net. If your partner is watching the play in the corner or along the boards, he may not be able to watch in front of the net as well.

## POSITIONING WHILE THE PLAY IS IN PROGRESS POSITIONING FOR FACE-OFFS

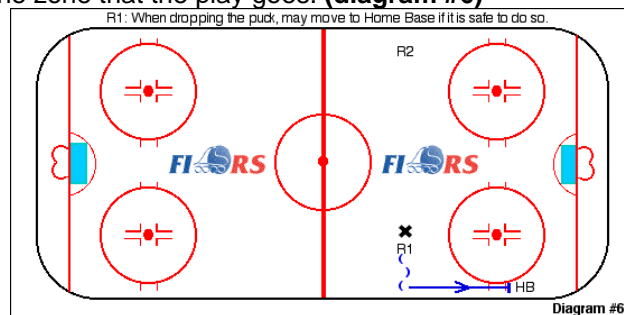
- All face-offs shall be conducted at the designated face-off spots as indicated by the reason for the stoppage of play, or on a line parallel to the side boards from one end zone face-off spot to the other end zone face-off spot (**diagram #3**). This position is sometimes referred to as the "H".



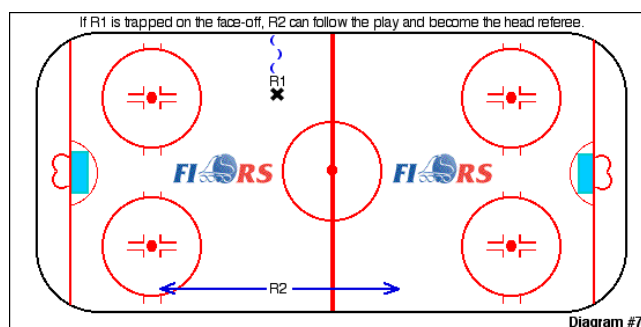
- All face-offs are taken by the official for that end, regardless of what side of the surface they are to be on.
- For a face-off at center, both officials should be positioned on the center red line, facing each other, so that the official taking the face-off (1) is facing the penalty bench and (2). (**diagram #4 and diagram #5**)



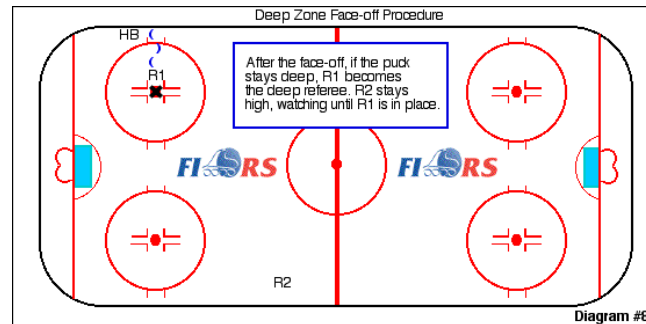
- When the face off is at one of the high zone areas, the official taking the drop should back out to the boards, then move to the high zone position. The other official should look and move towards the zone that the play goes. **(diagram #6)**



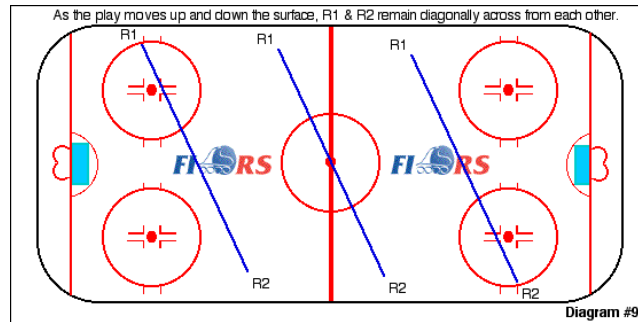
- For any other face offs in the high zone areas, when one official is taking the face off , the other must be positioned opposite and move in either direction to cover the play. When the play goes into the zone the non puck dropping official will cover unless the man dropping the puck is clear to move into the zone. **(diagram #7)**



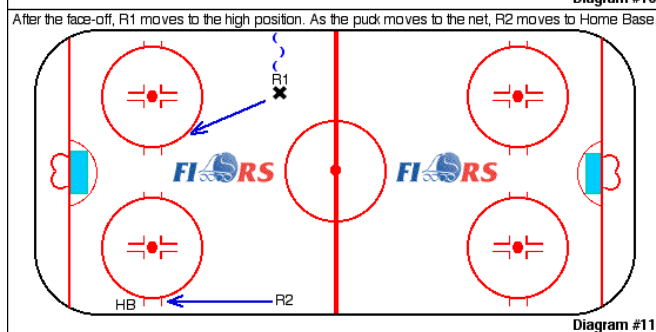
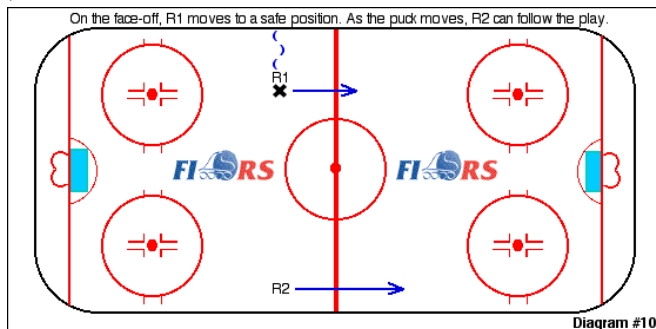
- When a face off takes place in one of the end zone circles the referee taking the face off backs away after the drop to HOME BASE. If the puck stays deep in the zone then END ZONE POSITIONING must be done. The other referee is positioned high near the high zone spot. You should stay about 3 feet or 1 meter from the boards. If the non puck dropping official is screened from seeing the players positioned behind the puck dropping official you can simply move off the boards further until you have a clear view. **(diagram #8)**



- If the play moves up the surface both officials will move with the play. The referees will stay on a diagonal as they move up the play as each referee will cover two thirds of the surface. **(diagram #9)**



- Face offs in any other end zone position the referee conducting the face off will when safe move backwards out to the boards and then move into the HOME BASE position. If the play moves out of the zone he will follow the play up the surface staying even with the last defensive player. If the play stays in the zone the other official will be in the high zone area. **(diagram 10 & 11)**
- If, after the drop of the puck the play moves out, (1) should back off towards the boards, and then move out immediately with the play. (2) Must move up the surface keeping the players in view and in position to make any potential calls.



## FACE-OFF ZONE CHANGES

- To start the game, or for any other center face-offs, the two officials should be positioned along the center red line facing each other. The official taking the face-off should be facing the penalty bench so that the timekeeper can start the clock when the puck is dropped.
- When the puck is dropped, (2) must go with the puck, whether to the right or left. This will allow (2) to be at end zone as the puck crosses zones and proceeds to the goal area.

- Once (2) has taken this position he will assume responsibility for all face-offs and positioning in that half of the surface. (1) will assume the responsibility for the other half.
- The officials will maintain their responsibilities for face-offs and positioning until one of three things happens:
  - when a goal is scored,
  - when a penalty is assessed
  - The start of the next period, at which time they may or may not change ends.

## **WHEN A GOAL IS SCORED**

- When a goal is scored in 1's end, he will signal the goal and report it to the scorekeeper. The other official will retrieve the puck and go to center for the ensuing face-off. (2) will take his position on the center red line facing (1). Positioning and procedures are now the same as for the start of the game.
- 

## **WHEN A PENALTY IS ASSESSED**

- When a penalty is assessed, the official assessing the penalty will report it to the scorekeeper. His partner will retrieve the puck and proceed to face-off spot of the ensuing face-off, even if it is in his partner's zone. He will now assume the responsibility for face-offs and positioning in this end zone. The official who assessed and reported the penalty will take up a position high in the zone or across from his partner in the high zone depending on where the face-off is to take place. In this situation the officials have changed ends.
- If the official assessing the penalty is high in the zone he will report the penalty to the scorekeeper. His partner will retrieve the puck and proceed to conduct the ensuing face-off. His partner who assessed the penalty will take up a position outside the zone or across from his partner depending on the location of the face-off. In this situation the officials **DO NOT** change ends.
- If, after the drop of the puck the play moves up the surface quickly the official dropping the puck must move back out towards the boards, then move out immediately with the play. The official high in the zone or opposite his partner must move quickly with the play. When the play moves quickly up the floor the referee who dropped the puck and who is now the trailing referee shall be in the correct position to make all potential calls until his partner is in position.

## **1 AND 2 HAVE CHANGED ENDS**

## **COMMON MISTAKES AND TIPS**

A common mistake is the failure of the official responsible for the attacking zone to leave the zone quickly in pursuit of the play; a quick turnover in the high zone area could result in the play quickly reversing and the official's might be not in position to make a close call..

When there is a stoppage of play at the net, to reduce the conflict between players, a tip for the official in the attacking zone is to move to the **At the Net** position immediately, but keep all players in full view. Your presence and verbal communication will act as a deterrent to altercations after the whistle.

How does the official in the end zone know when to retreat from Half Piston to Home Base as the play moves towards him? If the puck carrier is an attacking player you can hold your

position a little longer as they will normally go to the net, and you can follow. If the puck carrier is a defending player, retreat to Home Base immediately as this play generally goes up the boards.

# PENALTY CALLING PROCEDURES

## Purpose

- To communicate effectively with players, coaches and fans about penalties.
- To display confidence and enhance respect.

## Procedure Summary

- Referee raises arm straight up.
- Referee blows whistle (loud and then drops whistle hand), stops if possible, (or be under control) and pauses.
- Shall point to the penalized player, with the open hand from the arm that was in the air (called the action arm) indicates players' number, color and the infraction while giving penalty signal.
- Hesitates to let the penalised player start moving to the penalty box.
- Proceeds to penalty box while keeping players in sight (skate backwards). ( time it to let the penalised player enter the penalty box and have the gate closed before reporting the penalty)
- Stops at the penalty bench. Reports players' number, color, time (i.e. 2, 5, etc.) and infraction type. Makes penalty signal while at the penalty box.
- Referee then positions himself away from the penalty box area. Partner will restart the play.

## TIPS

- Know the procedure well. Proper execution of the procedure enhances respect.
- Maintain composure. Be professional, not emotional.
- Come to a complete stop and make a distinct pause after the whistle. Allow participants attention to shift to you before issuing the penalty.
- Treat disrespect with respect.
- Adjust route and timing when going to penalty bench to avoid confrontations with penalized players.

## At penalty bench:

- Make eye contact with penalty timekeeper.
- It is not mandatory to stop if the timekeeper is well qualified and the situation is simple.

## SIGNALS

- Delayed Penalty Signal - arm straight up, hand open, fingers together.
- Rotate raised arm down to point to penalized player(s).
- Point with open hand (fingers together). Do not point with finger.
- Do not point if penalized player is too close (i.e. within 10 feet).
- Signal each infraction (i.e. two slashing penalties results in two slashing signals).
- Signal infractions clearly and deliberately.

## Verbal Communication

- Use calm, clear voice with neutral tone.
- Do not include unnecessary words.
- Do not get personal or engage in "reverse abuse".

## **Common Mistakes**

- Not stopping before assessing penalty.
- Insufficient delay between whistle and assessment of the penalty.
- Not giving two signals if two penalties of same infraction assessed.
- Coming too close to penalized player on way to or from penalty bench.
- Lack of composure:
- Procedure too rushed.
- Emotion in voice or body language.
- Using intimidating words, signals or gestures.
- Grandstanding.
- Unassertive voice or signals.

**NOTE:** The referee must signal every infraction being penalized.

**Referees please remember to take a deep breath after you have blown your whistle to stop the play. Call out your number of the penalized player and infraction, point to him or her and give a professional signal.**

**Skating to the penalty box take a few strides forwards and turn backwards so you can keep all of the players in front of you. Give your signal once again in front of the penalty box area. This let's everyone know you are in charge. Sell your call – everyone is watching.....**

## GROUP WORKSHOP

If you are in a classroom setting the group will be broken into groups of 5 to 8 for this portion of the session. Give each group one game scenario (or more, if time permits) to review. Instruct them to come to a consensus as to how they would manage the situation if they were the official involved.

Bring the entire class back together after the groups have completed their tasks. Ask each group to present their scenario and their solution to the class. A short, open discussion of each solution should follow each group's presentation.

If you are reading this material on your own take a sheet of paper and record as many items as possible for each topic as they apply to your view.

### TOPIC #1 - COMMUNICATION

For the past several years, officials have been encouraged to work on improved communication with players and coaches. Have communications improved? Why or why not? What have you done to improve your communication skills? How do you communicate with the benches, players and scorekeeper?

### TOPIC #2 – CONCERNS

What are your biggest concerns as an official? Do you feel officials have adequate levels of acceptance from players and coaches? Why or why not? Are you confident as an official? Confident officials are sometimes accused of being arrogant. What do you do to ensure you appear confident but not arrogant?

### TOPIC #3 - STANDARD OF PLAY

For the past several years, emphasis has been placed on improving the standard of play. Rule changes have been made with an emphasis on Risk Management. Officials have been instructed to apply maximum enforcement on infractions dealing with body checking, checking from behind, stick infractions, restraining fouls, face-off encroachment and roughing after the whistle. Have we done our job as officials in maximizing enforcement? Can even more emphasis be put on these areas? Have players and coaches shown you support and cooperation in your attempt to enforce violations in these areas? What is the next step in improving the standard of play?

### TOPIC #4 - DIFFICULT RULES

Identify five or six rules that you find difficult to apply. Is it the interpretation? Is it misunderstanding by participants or spectators? Do you have a specific attitude when calling certain penalties? Majors vs. Minors? High risk or Low risk penalties?

### TOPIC #5 - RESPECT

How do officials gain the respect of coaches, players, spectators and their peers?

### TOPIC #6 - ATTITUDE

In the context of officiating, describe the difference between arrogant/cocky and assertive/confident.

### TOPIC #7 - CONFRONTATIONS

Describe ways to avoid and handle player-official and coach-official confrontations.

### TOPIC #8 - AWARENESS

Provide some examples of situations in which you or your partners lack of awareness caused a problem. Define "good awareness". How can we develop awareness?

### TOPIC #9 - MULTIPLE FIGHTS

What advice can you provide that will help other referees to quickly restore calm and ensure safety during multiple fight situations?

## TOPIC #10 - ROLE MODELS

Are we being proper role models to younger officials? List (in order of importance) some characteristics of good role models. List some characteristics of poor role models.

If you are on your own try these questions by taking sheet of paper and writing down as many as possible.

## **COMMON MISTAKES**

### **SIGNALS**

Delayed Penalty Signal - Arm straight up, hand open, fingers together.

Rotate raised arm down to point to penalized player(s).

Point with open hand (fingers together). Don't point with finger.

Don't point if penalized player too close (i.e., within 10 feet).

Signal each infraction (i.e., two slashing penalties results in two slashing signals).

Signal infractions clearly and deliberately. Make them so everyone can see them.

### **VERBAL COMMUNICATION**

Use calm, clear voice with neutral tone.

Don't include unnecessary words.

Don't get personal or engage in "reverse abuse".

### **COMMON MISTAKES**

Not stopping before assessing penalty.

Insufficient delay between whistle and assessment of the penalty.

Not giving two signals if two penalties of same infraction assessed.

Coming too close to penalized player on way to or from penalty bench.

Lack of composure.

Procedure too rushed.

Emotion in voice or body language.

Using intimidating words, signals or gestures.

Grandstanding.

Unassertive voice or signals.













## **COMMUNICATION**










Answer the following questions. If you need more room - answer on an additional piece of paper.




**Why do we need to communicate?**

**What forms of communication do referees use?**

## PENALTY SIGNALS

	 <p style="color: red; text-align: center;"><b>NEW</b></p>	
<p style="text-align: center;"><b>CHARGING</b> Rotating clenched fist around one another in front of the chest</p>	<p style="text-align: center;"><b>DELAYED CALLING OF PENALTY</b> With right arm fully extended above the head &amp; the left held at the side of the body</p>	<p style="text-align: center;"><b>KNEEING</b> Slapping the knee with the palm of the hand.</p>
		
<p style="text-align: center;"><b>ROUGHING</b> Fist clenched and arm extended out in front of the body.</p>	<p style="text-align: center;"><b>ELBOWING</b> Tapping either elbow with opposite hand.</p>	<p style="text-align: center;"><b>MATCH PENALTY</b> Patting the flat of the hand on top of the head.</p>
		
<p style="text-align: center;"><b>SLASHING</b> A series of chopping motions with the edge of one hand across the opposite forearm.</p>	<p style="text-align: center;"><b>BUTT ENDING</b> A cross motion of the forearm one moving under the other, top hand open bottom closed to a fist.</p>	<p style="text-align: center;"><b>HIGH STICKING</b> Holding both fists clenched one immediately above the other at the height of the forehead.</p>
		
<p style="text-align: center;"><b>BOARDING</b> Repeatedly striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest</p>	<p style="text-align: center;"><b>MISCONDUCT</b> Both hands on the hips several times and point to the penalised player.</p>	<p style="text-align: center;"><b>INTERFERENCE</b> Crossed arms stationary in front of the chest.</p>

		
<p><b>CROSS CHECKING</b> A series of forward &amp; backward motions with both fists clenched extending from the chest for a distance of about 30cm.</p>	<p><b>HOLDING</b> Clasping either wrist with the other hand in front of the chest.</p>	<p><b>TRIPPING</b> With both skates on the floor, strike the right leg below the knee with the Right Hand.</p>
		
<p><b>HOOKING</b> A series of tugging motions with the arms as if pulling something from in front towards the stomach.</p>	<p><b>SPEARING</b> Jabbing motions with both hands thrust out immediately In front of the body; and then drop both hands to the side of the body.</p>	<p><b>PENALTY SHOT</b> With arms extended above the head, clenched fists and crossed wrists.</p>
		
<p><b>WASH OUT</b> A sweeping motion of both arms across the front of the body with palms down. The referee uses this signal to signal a no goal or that an incident is all....clear.</p>	<p><b>CHECKING FROM BEHIND</b> Both hands palms up with pushing motion from about chest height.</p>	<p><b>CALLING OF A GOAL</b> One arm out palm down fingers outstretched and together pointing at the goal cage the other arm straight down beside the body.</p>

 <p><b>NEW</b></p>	 <p><b>NEW</b></p>	 <p><b>NEW</b></p>
<p><b>BODY CHECK</b> The None Whistle hand on the chest and the whistle hand down beside the body</p>	<p><b>TIME-OUT</b> Both hands open palm together one vertical and the other horizontal forming a "T" at about chest level</p>	<p><b>UNSPORTSMANLIKE CONDUCT</b> One hand horizontal palm down about eye level the other hand held vertical with fingers rolled under palm of horizontal hand</p>

# REFEREE GAME PROCEDURES & DUTIES

## PRE GAME:

All game officials should be at the venue at least 45 minutes prior to the start of the game. It is suggested that all the game officials meet during this time to become familiar with any anomalies of the rink. The referees shall at all time be on the rink prior to any of the teams taking to the playing surface.

## Referees:

- The referees prior to the start of the game shall check the goal nets for any holes or other problems.
- During warm up check player's equipment visually and send any player with faulty equipment off to have the fault rectified. All players must have their helmet on and fastened correctly.
- Check with the scorer to ensure that the correct information is on the game sheet.
- Check that all game officials are in their appropriate positions.
- During warm up the officials should be on opposite sides of the floor along the centre line

## START OF THE GAME:

### Referees:

- At the start of the game the referees shall inform the teams to change ends. The teams will start opposite end from their bench. They will be on the same end as their bench to start the second half.
- At the start of the game the Chief Referee shall take up a position at the centre face-off spot facing the official's bench and the other referee shall take a position in front of the official's bench facing their partner.
- The centre referee shall make sure that all other game officials are in their appropriate positions before starting the game.
- The centre referee shall check to see that both goalkeepers are ready and the goal judges are in place. The goal judges will turn the goal light on to signify that they are ready to start.
- When all is ready the centre referee shall conduct the line change procedure to indicate to the official game timekeeper that the game is about to start.
- The centre referee shall start the game by blowing his whistle and within five seconds dropping the puck in accordance with the face-off procedure.

## DURING THE GAME:

### Referee:

- Both referees shall be responsible for the calling of penalties during the game. *(Remember if you see it call it as your partner's line of sight could be blocked or they might be watching an other incident, but, give your partner the first opportunity if a foul has happened in front of him.)*
- The referees shall inform the officials' bench of the number of the player and the length of time for the penalty; this is done through signals and verbal communication.
- Both referees shall be responsible for calling goals and assists when in the appropriate position to do so, they will inform the officials bench the number of the goal scorer and the numbers of any assist on a play. *(Note an assist is a pass or series of passes leading directly to a goal EG: headman in a breakout)*
- Both referees shall converse with each other and the goal judge (if used) any time a goal is in dispute. No other persons shall be consulted in the matter and only the officials assigned for the game shall adjudicate the outcome any such dispute.
- Both referees shall be responsible for taking the face-offs after any stoppage of play in the appropriate position

- Both referees should at all times during the game try to be in the right position to view the maximum number of players in each of their appropriate zones. *EG: the referee in the end zone is watching around the goal cage while the referee in the high zone is watching play away from the goal and above the goal cage*
- At the end of each period and the game the referees shall remain on the floor until the last player has left the playing surface.
- The referees are instructed to make sure that the players are held at their bench at the conclusion of the period and game.

## **POST GAME:**

### **Referee:**

A common misconception is that the referees whistle signals the end of a period or game. In reality it is the game time clock and signalling device that will end game time. The referee's whistle is only a signal to the bench and the players that the referees heard the signalling device. This becomes critical when a goal is scored at the end of game as time on the clock runs out. Remember that the entire puck must cross the goal line before it is considered a goal.

- At the end of the game the referees shall remain on the playing surface and oversee the handshake by both teams and remain there until all players have left the floor.
- The referees shall add to the score sheet any comments any game ejection, game misconduct, gross misconduct or match penalties assessed in the game. A Referee Report must be completed after the game if players or coaches are ejected from the game. Any such sheets will be handed to the appropriate authorities for further action if required.
- At the end of the game the referees shall instruct both team captains to check and sign the game sheet. They are looking primarily at the score but should also review any penalties that might require supplementary discipline. **Remember that we as referees make the calls but the International Committee issues the discipline.**
- When satisfied that all is correct on the score sheet the referees will both sign the sheet in the appropriate place on the sheet...

## **THE PROCEDURES FOR FACE-OFFS:**

### **When and where is a face-off taken?**

1. To start the game and any period at centre face-off spot.
2. After a goal is scored at the centre face-off spot.
3. Shot on goal and goalkeeper traps the puck or it is deflected out of bounds, end zone face-off spot nearest the goalkeepers own goal.
4. Puck out of bounds or unplayable nearest face-off circle if the defending team creates the stoppage and the puck was last played below the top of the circle. If the defending team creates the stoppage above the top of the circle the face off will take place at the point the puck was last played.
5. If the attacking team creates the stoppage the face off may be taken out of the zone and faced off at centre.
6. Stoppage of play for infringements of the rules or time outs nearest face-off to stoppage unless the infringement was by an attacking player in the end zone then the face-off will be taken out of the end zone.

### **How to conduct a face-off:**

- Once the play has been stopped the referee shall proceed to the point that the play has been stopped. The referee shall conduct the line change procedure when safe to do so.
- The Referee shall blow the whistle and drop the puck. (as indicated in the Line Change Procedure)

### **Changing During Play**

- Players may be changed any time during play from the players benches, provided that the player leaving is within THREE (3) meters of their bench & completely out of play
- When play is in progress, not more than FIVE (5) players including the goalkeeper are permitted on the playing surface

### **Changing During Stoppages:**

- The referee taking the face-off shall assume the normal position for the face-off.

- The referee shall then allow a FIVE (5) second interval for which the VISITING team may change.
- After this five-second interval has elapsed, the referee shall then raise an arm to indicate that the VISITING team may no longer change any players.
- With the arm still raised the referee shall allow the HOME team to the opportunity to make a change of players.
- After another FIVE (5) seconds the referee shall drop the raised arm thus indicating that the HOME team may no longer change any players and the referee shall then conduct the face-off.
- Teams are allowed only ONE (1) change of players in each stoppage of play
- At the face-off both players must be facing each other square on to the goals (including skates and shoulders). The blades of their sticks shall be on the fully playing surface with a gap between them for the puck.
- All other players must be at least three (3) meters away
- Before dropping the puck the referee taking the face-off shall look to see that the other referee is in place and ready.
- The puck is dropped from approximately waist height with a downward motion so that it lands flat on the playing surface.
- Players taking a face-off have to wait for the puck to touch the floor before they strike at it.
- All players are to be onside at all face-offs

#### **Penalties from a face-off:**

- In the conduct of a face-off anywhere on the playing surface no player shall make any physical contact with their opponent's body by means of their own body or stick except in the course of playing the puck after the face-off has been completed.
- Once the referee taking the face-off calls the players to the face-off spot the puck can be put into play within five (5) seconds, this is to stop any team delaying the game. Note the second time a team delays the face-off a bench minor penalty shall be imposed on the offending team.
- If a player taking the face-off infringes on their opponent before the puck is dropped the referee shall replace that player with another team member for an infringement by this player they shall be assessed a minor penalty.
- Any player who deliberately holds an opponent after a face-off will be assessed a minor penalty for holding or interference. (The interference will be when the player deliberately turns into the opposing player to prevent that player following the puck)

NOTE: The face off is conducted after the Line Change Procedure. Do not forget to blow the whistle prior to dropping the puck. Before you blow the whistle, it is important to steer and direct the players.

#### **PROCEDURES FOR CALLING PENALTIES:**

A properly executed penalty calling procedure can diffuse an inherently tense situation. Proper procedure can also serve to enhance the respect players; coaches and spectators have for officials.

#### **Procedures for the Referee calling the infraction to follow:**

- **Mentally record the number** of the offending player.
- **Raise the non-whistle arm** above the head, arm straight up, hand open, and fingers together. **Your hand of the raised arm should be straight like a karate chop.**
- When the offending team has **possession and control of the puck blow the whistle** with authority. If the non offending team is in possession of the puck the

hand will remain raised and when the non offending team has lost control of the puck the whistle will be blown

- Come to a **complete stop** when the whistle is blown with arm still extended.
- **Pause** 3 to 4 seconds allowing every one to focus on the referee blowing the whistle.
- Indicate the offending player or players by **rotating the extended arm down (hand open fingers together) don't point (with your finger)** or make direct eye contact with offending players if they are within 3 meters.
- In a clear **calm voice** call the offending player's number, team colour, and infraction. (Do not scream, use intimidating tone of voice, unnecessary gestures or unnecessary words i.e.: Lets go, your gone, you've got)
- Give the **signal for the infraction** in a clear and professional manner so all can see what penalty has been assessed. (NOTE: if more than one penalty is to be assessed then the signal for each penalty is to be carried out not just one for all)
- Proceed to the official's bench to report the penalty, select a route and adjust timing to remain clear of the penalised player or players. Keep all such players in sight at all times until they are off the floor in the penalty box. NOTE: this will require skating backwards at times when necessary.
- Report to the official's bench each player's number, team colour, the infraction and the duration of the penalty time to be served.
- **Repeat the signal or signals** for any infraction or infractions reported in front of the penalty box area. This is how we communicate with the off rink officials.
- When leaving the officials bench area take care to remain clear of the penalised player or players (as with preceding to the officials bench remaining clear of the penalised players will reduce any further conflict developing between them and the referee)
- If in the case of a delayed calling of a penalty and the non offending team scores a goal the penalty if a minor shall be recorded but no time served, if the penalty was to be a major or misconduct the time will still be served.

Note: only when the whistle is to be blown is it brought to the mouth. At no time should a referee skate up and down the rink with a whistle in their mouth as any contact with players could result in an injury. Always make sure that the off rink officials have understood what you reported before you leave the bench area.

## **Procedures for the Referee not calling the infraction to follow:**

- Remember the three (3) P's....Partner, Players and Puck
- When safe to do so the referee shall retrieve the puck keeping as many players as possible in sight.
- The referee shall also move to the face off location and conduct the line change procedure. Once the face and line change procedure has been completed he shall re-start the game. At this time his partner has taken up the opposite position
- When both referees are ready and in position the face-off will be conducted to bring the puck back into play.
- When the puck is back in play the referees shall follow play as outlined in positioning

## **PROCEDURES TO FOLLOW FOR A PENALTY SHOT:**

### **The player**

1. The referee shall call for the game time clock to be stopped
2. The referee shall announce that a penalty shot has been awarded
3. The referees shall order to their respective benches all players including goalkeepers not involved in the penalty shot
4. The referee shall inform the player designated to take the shot that they are to remain still until the whistle is blown.

5. When the whistle is blown the player will bring the puck into play and, at all times keep moving towards the opponents goal once the puck has been touched
6. The player can take their shot at any time but once the shot has been taken the penalty shot is over, also any time the puck crosses the goal line outside the goal net
7. No goal can be scored from a rebound of any kind.

### **The goalkeeper**

1. The referee shall inform the goalkeeper defending the shot that they must stay in the goal crease and may not move until the player has touched the puck.
2. After the puck has been brought into play the goalkeeper shall be allowed to move to any position they want
3. The goalkeeper can use any legal means to stop the puck
4. Once the shot has been taken that is the end of the shot, there are no rebounds

### **The referees**

1. One referee after informing the goalkeeper of the procedures to follow shall take a position on the goal line and stay there until the shot is complete.
2. The other referee shall having placed the puck on the centre face-off spot and having explained to the player involved of the procedures, take up a position on the centre line ready to blow the whistle to start the shot.
3. For an infringement of the rules during the penalty shot by the offending team the shot will continue and if the shot was not successful the player will be allowed to take the shot over. For a second offence the referees shall award a penalty goal.
4. If the shot resulted in a goal the ensuing face-off shall be at the centre face-off spot
5. If the shot resulted in no goal being scored the resulting face-off will be at one of the end zone face-off spots.

## **PROCEDURES FOR CALLING GOALS AND ASSISTS:**

### **When is it a goal?**

- A goal is scored when the puck has entirely crossed the goal line.
- The stick of the player scoring the goal must be below the height of the cross bar.
- A goal shall be scored when a player of the defending side tips or deflects the puck into the goal in any way. The player of the attacking side who was the last to touch the puck shall be credited with the goal (no assist shall be awarded)
- If an attacking player kicks the puck and any player of the defending side other than the goalkeeper deflects it into the goal, the goal shall be allowed. The player who kicked the puck shall be credited with the goal. (No assist shall be awarded.)
- If the puck has been accidentally deflected into the goal by a shot of an attacking player striking any part of a player of the same side, a goal shall be allowed. The player deflecting the puck shall be credited with the goal.
- If the puck is loose in the goal crease & an attacking player enters the crease & puts the puck in the goal. The goal shall be allowed & the player shall be credited with the goal.
- A penalty shot shall be awarded to the attacking team if a defending player other than the goalkeeper deliberately or intentionally covers or picks up the puck from the goal crease.

### **When is it NOT a goal?**

- It is not a goal if the puck is not fully over the goal line.
- It is not a goal if any part of an attacking player or their stick is in the goal crease prior to the puck entering the crease. (The only time a stick is considered part of a player's body is when it is in the goal crease prior to the puck).
- It is not a goal if an attacking player kicks the puck directly into the goal.

- It is not a goal if an attacking player kicks the puck and it is deflected into the goal off the defending goalkeeper.
- It is not a goal if an attacking player is deliberately interfering with the goalkeeper and another member of the attacking team puts the puck in the goal. The goal is washed out and a minor penalty for goaltender interference shall be assessed.
- When a player of the goal scoring team charges the goalie in the goal crease area or interferes with the goalies movements in the crease area.
- It is not a goal if the attacking team causes an infraction of the rules.
- Any goal scored after the official period or game time has expired shall be disallowed. **Note** the puck in flight will not automatically be a goal; it has to be across the goal line and in the net.

### **What to Follow - Referees**

- The referees shall note the number of the last player of the attacking team to touch the puck prior to it entering the goal cage and the number of any player who would be accredited an assist on the play.
- The referee in the end-zone will blow his/her whistle
- If all is clear and there is no conflict as to whether it was legally a goal then the referee shall indicate a goal by pointing to the goal cage with arm out stretched, open palm and fingers together.
- If there is doubt the referee shall consult with their partner on the playing surface and or the goal judge before indicating a goal.
- The end zone referee shall call the number of the player and the colour of the team who scored the goal and repeat the same for any assist the referees wish to call on the play, into the official's bench so they may be recorded.
- The high zone referee shall retrieve the puck from the net and take up a position at the centre face-off spot to restart the game.
- Before restarting the game the centre referee shall look to see that the other referee is in position and facing the centre of the rink.

### **PROCEDURES FOR LINE CHANGES:**

#### **Penalties from Change of Players:**

- If in the course of a change while play is in progress either the player entering the game or the player leaving the game intentionally plays the puck with their stick, skates or hand while both are still on the floor a penalty for too many players on the playing surface will be imposed on the offending team (bench minor)
- In the course of making a change either of the players is accidentally struck by the puck no penalty shall be assessed.
- If in the course of a change while play is in progress either the player entering the game or the player leaving the game intentionally makes physical contact with an opposing player while both are still on the floor a penalty for too many players on the playing surface will be imposed on the offending team (bench minor)
- When a team attempts to make a change after the allotted time the referee shall send the player or players back to their bench, any subsequent infraction of this procedure shall result in a Bench Minor Penalty
- If in the last TWO (2) minutes of regular playing time, a Bench Minor is imposed on the DEFENDING team for a DELIBERATE illegal substitution that provided them more men on the floor, a PENALTY SHOT will be awarded to the non-offending team. The Bench Minor shall not be served.
- A bench Minor Penalty shall be assessed for any infraction during change of players, the penalty shall be served by the player who committed the infraction.

The first focus on fair play and sportsmanship extends to all participants, coaches, players and officials. The following procedure shall be adopted prior to all FIRS games.

## **THE FAIR PLAY INITIATIVE**

**IN ALL GAMES**, the captains of both teams and the officials shall meet in the referees' crease and introduce each other. The officials shall then approach each bench and meet the coaches. This process should not take more than fifteen seconds and will be completed prior to the start of the game and prior to the end of warm-up. Officials are encouraged to approach the coaching staff and shake hands with the coaches where possible.

This pre-game duty is supported by the CIRHL, the Referee Committee and the officiating program. Referees are encouraged not to explain their philosophy of the game to coaches.

## **FAIR PLAY ANNOUNCEMENT**

It is recommended that the following announcement be made prior to each and every game.

**Good (Evening, Afternoon, Morning) (Ladies and Gentlemen, Hockey fans). Welcome to (tonight's, today's, this morning's) game between (Team) and (Team). They are friendly rivals as members of opposing teams.**

**The coaches for (Tonight's or Today's) game are (name and team) and (name and team). They have taken the challenge of teaching the skills of this game.**

**The officials are (name) and (name). These individuals have been assigned to administer the rules of the game. Their training, experience and integrity qualify them for their role in this contest.**

**On behalf of FIRS enjoy this game of skill.**

**NOTE: Referees must remember to use the line change procedure at every stoppage of play. This includes before the start of the game and at the start of every period.**

## **IMPORTANT REMINDERS!!!!**

- ❖ **Don't forget that you are being judged by your peers.**
- ❖ **Presentation is 80% of what we do. Blow the whistle loud and use your good clear voice to speak to the penalized player(s). Use crisp signals twice. Once where the play was stopped and once in front of the timekeeper.**
- ❖ **Use your signals to extend your communication skills.**
- ❖ **If in doubt SELL YOUR CALL!!!**
- ❖ **HAVE FUN AND RELAX.**

**Don't forget the THREE P's. PARTNER, PLAYERS AND PUCK**

## PROCEDURES QUIZ

- 1.) In all games, the officials shall approach each bench and meet the coaches. This process should not take more than 15 seconds and will be completed prior to the game, at the end of the pre-game warm-up. Officials are also encouraged to shake hands with the captains where possible. (Pre-Game Duties)

True or False

- 2.) Prior to the start of the game, the referee shall review the official game report to ensure that players and team officials are listed properly and all required signatures are recorded. After the game the captains must review and sign the game report.

True or False

- 3.) When an infraction of the rules calling for a penalty occurs and the non-offending team is in possession of the puck, the referee shall raise the non-whistle hand up to indicate the delayed penalty. When the offending team gains possession and control he shall blow his whistle and point out the offending player with the whistle hand. (Penalty Calling Procedures)

True or False

- 4.) Once the line change procedure has been completed the Referee preparing to drop the puck shall blow the whistle and after five seconds if the players are not in position to conduct the face-off, the offending team's center will be ejected. Reducing the time of the stoppage in play is the goal, but NOT at the expense of quality and fairness of the face-off. (Face Off Procedures)

True or False

- 5.) When the puck is struck with a high stick the referee should make a high stick signal, and then wave it off or blow the play down as required.

True or False

- 6.) When an altercation takes place the referee who whistles the play down will take charge of the fight scene and will take up a position near the fight while the other referee directs the other players to their respective benches. He will then proceed to work with his partner to separate the combatants.

True or False

- 7.) The Referees should never attempt to break up a fight while punches are still being thrown unless one combatant has gained a significant advantage, and then shall both enter the fight together from the sides to force the players apart.

True or False

- 8.) When the referee has signaled a delayed penalty and the team guilty of the infraction gains possession and control of the puck the referee shall stop play. The referee will then verbally call the players number and color, indicate the infraction by signaling the infraction twice. The first signal is at the location where the referee stopped the play and the other is in front of the penalty box area.

True or False

## Rules Quiz #1

Answer the question and also refer to the rule number in the rulebook.

- 1.) How many face off spots and circles are there on the floor?
- 2.) How young can a player be to play in the Men's world Championships?
- 3.) Who is responsible for submitting the starting line-up to the Official Scorer?
- 4.) How many non-playing personnel are permitted on the team bench?
- 5.) What is the minimum numbers of players required to start the game?
- 6.) What is the maximum roster size permitted?
- 7.) What referee is responsible for the line change procedure? When is the line change procedure done?
- 8.) What penalty shall be assessed for Deliberate Illegal Substitution in the last two minutes of play or in overtime?

## Rules Quiz #2

- 1.) How many classes of penalties are there? What the classes of penalties?
- 2.) Does a player who is assessed a Game Misconduct have to sit a suspension?
- 3.) How many goals can a team score when a team is shorthanded due to a major penalty?
- 4.) What happens if a player or goalie is assessed a third penalty? Fourth penalty?
- 5.) What is your call if the player who is taking a penalty shot is fouled or interfered with by a player from the opposing team's bench or the goalie?
- 6.) Are Goal Judges mandatory at the World Championships?
- 7.) Who is the Chief Referee and what are his duties?
- 8.) What penalties require a game report to be completed by the referee?

## Rules Quiz #3

- 1.) How many stick penalties may a player be assessed before he is assessed a game ejection?
- 2.) Name the stick penalties that carry major plus game misconducts for injury?
- 3.) To score a legal goal the stick must make contact below the crossbar?  
  
True or False
- 4.) Where do you face off the puck when the attacking team causes the stoppage in play?
- 5.) How many assists may be credited on the scoring of a goal?
- 6.) Where is a hand pass allowed?
- 7.) What penalty is called when a player uses either end of his stick to impede the progress of an opponent?
- 8.) What are your options for calling Checking from Behind? What are the determining factors?
- 9.) What is the tied game procedure in the play off rounds?
- 10.) What calls can be made for Sparring or Butt-Ending?



## REFEREE REGISTRATION SHEET

### Federation International of Roller Sports

To become a carded and certified inline hockey referee you must complete the following:

1. Have a good knowledge of the playing rules.
2. Complete the written exam and achieve an 80% score.
3. Understand and be able to demonstrate proper on surface positioning.
4. Be a proficient skater.
5. Successful supervision at the Championship level.
6. Be willing to continue to your development as an official by assisting in the growth of the inline game in your country.

#### **Registration Information:**

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

City: \_\_\_\_\_

\_\_\_\_\_

Country: \_\_\_\_\_

Phone: \_\_\_\_\_

Email: \_\_\_\_\_

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Exam Score:    Skating:    Supervision:    Card:

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(ICE BREAKER)

## **OFFICIAL'S TOP TWO LIST**

**In an ongoing effort to keep all participants of the game working together what can referees do to avoid the following:**

### **Top 2 List**

- 1.) What do coaches do to annoy referees?**
- 2.) What do referees do to annoy coaches?**
- 3.) What do players do to annoy referees?**
- 4.) What do referees do to annoy players?**
- 5.) What do referees do to annoy their Assignors/supervisors?**
- 6.) What do Off Rink Officials do to annoy referees?**